

Amendments to the Specification:

Please delete the paragraphs from page 3, line 5 through page 4, line 4, and add the following new paragraphs:

9 / A gaming apparatus is provided that includes a housing, a display unit that is capable of generating video images and mounted in the housing, the display unit having a display area, a touch-sensitive input device disposed overlaying a portion of the display unit, a sensor disposed overlaying a portion of the touch-sensitive input device and having a field of view, a value input device associated with the housing, and a controller disposed in the housing and operatively coupled to the display unit, the touch-sensitive input device, the sensor and the value input device, the controller comprising a processor and a memory operatively coupled to the processor. The controller is programmed to allow a person to make a wager, to cause a first video image to be generated on the display unit, the first video image representing a game and including at least one user input area, and to determine a value payout associated with an outcome of the game. The controller is also programmed to cause a second video image to be generated on the display unit, the second video image being larger than the field of view of the sensor and smaller than the display area, having a spatial relationship to the at least one user input area of the first video image and including a plurality of regions each having at least one unique characteristic relative to the other regions of the plurality of regions, the plurality of regions with at least one target region. The controller is further programmed to receive a signal from the sensor, to determine if at least one of the plurality of regions is within the field of view of the sensor, to alter the position of the first and second video images until at least one of the plurality of regions is within the field of view of the sensor, to determine which of the plurality of regions is within the field of view of the sensor, and to alter the position of the first and second video images relative to the sensor until the at least one target region is within the field of view of the sensor.

A method is also provided including receiving a wager, causing a first video image to be generated on a display unit having a display area, the first video image representing a game and including at least one user input area, and determining a value payout associated with an outcome of the game. The method also includes causing a second video image to be generated on the display unit, the second video image being larger than the field of view of a sensor and smaller than the display area, having a spatial relationship to the at least one user

input area of the first video image and including a plurality of regions each having at least one unique characteristic relative to the other regions of the plurality of regions, the plurality of regions with at least one target region. The method further includes receiving a signal from the sensor, determining if at least one of the plurality of regions is within the field of view of the sensor, altering the position of the first and second video images until at least one of the plurality of regions is within the field of view of the sensor, determining which of the plurality of regions is within the field of view of the sensor, and altering the position of the first and second video images relative to the sensor until the at least one target region is within the field of view of the sensor.

Please delete the Abstract and add the following new paragraph:

A gaming apparatus includes a display unit with a display area, a touch-sensitive input device partially overlaying the display unit, and a sensor partially overlaying the input device and having a field of view ("field"), all operatively coupled to a controller. The controller is programmed to cause the display unit to generate a video image, the video image being larger than the sensor's field and smaller than the display area, having a spatial relationship to another video image and having unique regions including at least one target region; receive a sensor signal; determine if at least one region is within the sensor's field; alter the video images' position until at least one region is within the sensor's field; determine which region is within the sensor's field; and alter the video images' position until the at least one target region is within the sensor's field.
